

LEVELED RACIAL FEATS



While race inequality is a bad thing in the real world, it is a big part of Dungeons and Dragons. This is a brief collection of abilities that I use to help make the races of Dungeons and Dragons stand out further from each other and allow for more depth of player choice during character creation.

FOREWORD

First and foremost I recommend that you **DO NOT** use these feats exactly as is. These should just help you incorporate a similar system into your own game. Or, you can add these as regular feats to your own game. These obviously increase the power of players and the difficulty of your encounters will have to be increased in order to compensate.

LEVELED FEATS

All members of the prerequisite race will gain the listed feats at the listed level. There is no cost to gain these abilities, other than not gaining the ability from another race.

I also recommend using the same Feats for your NPCs as well as your PCs.

DRAGONBORN HARDENED SCALES

Gained at 3rd Level

Your scales harden and while wearing no armor your AC becomes $13 + \text{DEX}$. Attacks with your claws now deal 1 piercing damage + 1d4 additional damage of your draconic bloodline type.

WINGS OR WEBS

Gained at 5th Level

At 5th level you can choose to gain wings or webbing on your hands and feet. If you choose wings you gain a Fly Speed of 30 feet. If you choose webbing you gain a Swim speed of 30 feet and the ability to hold your breath underwater for up to 30 minutes.

DWARF STONE SEER

Gained at 3rd Level

You focus all your efforts on detecting the vibrations in the stones or earth, and once per short rest you gain Tremorsense for a radius of 30 feet for up to 10 minutes.

STONEFORM

Gained at 5th Level

You can now harden your body into solid stone, once per long rest you are able to transform into a Stoneform as an action for up to 1 minute. While in this form you become immune to poison and vulnerable to acid. Your speed becomes 5 feet and you no longer can gain AC from armor. While in Stoneform Bludgeoning, Piercing, Slashing, Fire, and Force damage done to you is reduced to 1. You can end the Stoneform early as a bonus action.

Dwarves are a great example of why this won't work for every table. Dwarves in my homebrew setting were originally carved out from stone. So these may not fit in your setting.

ELF

MAGICALLY SENSITIVE

Gained at 3rd Level

Being surrounded by magic for hundreds of years allows you to be more mindful of the magic of the world. You learn the spell Detect Magic and you always have it prepared. Once per short rest you can cast Detect Magic as an action without expending a spell slot.

MAGICAL ELITE

Gained at 5th Level

Between yourself and all of your past lives you have learned mastery of a certain spell. Choose one 1st level, concentration spell that you know. You no longer need to concentrate on that spell.

GNOME

INSPIRED INVENTOR

Gained at 3rd Level

When you get a moment you fiddle with whatever you have on hand, just fishing for inspiration. Once Per short rest when making a tool check (i.e. *Tinkerer's Tools*, *Woodcarver's Tools*). You can add your proficiency bonus to the result. If you are already proficient with those tools you can add double your proficiency bonus.

FAE TRICKSTER

Gained at 5th Level

As a creature with ties to the Fae you have a penchant for jokes and tricks. You learn the spells Mage Hand and Misty Step. They count as if they were always prepared. You can also command your Mage Hand as a bonus action and Misty Step can teleport you an additional 10 feet. Once Per Short Rest you can cast Misty Step without expending a spell slot.

HALF-ELF

SILVER TONGUE

Gained at 3rd Level

A go between for elves and men, you have learned the art of diplomacy and deceit. You gain proficiency in Deception, Intimidation, Performance, or Persuasion. You can choose a skill you are already proficient in to gain double your proficiency.

SKILLED MOTIVATOR

Gained at 5th Level

More knowledgeable than men and more amicable than elves, you have mastered many things and can help others with what you know. Once per short rest when an ally makes a skill check in a skill you are proficient in they can roll an additional 1d20 and can take the highest of all dice rolled.

HALFLING

RELAXED

Gained at 3rd Level

With little expectations placed on yourself, you seem to be better at relaxing than most. Whenever you would regain hit points from any source you can choose to reroll one dice of the effect. You have to take the result of the new roll, even if it is lower.

LUCK AND LOGIC

Gained at 5th Level

You know what you can and can't do, but sometimes you need to take your luck into your own hands. Once per long rest before rolling a saving throw, you can instead choose to pass.

This is a good point to remind DMs, if a character could not possibly succeed on a skill check or saving throw, do not make your player roll. So this Feat can only be used to pass saves that were possible to pass in the first place.

HALF-ORC

FLEX

Gained at 3rd Level

While diplomacy is great, sometimes a little muscle goes a long way. Once per short rest whenever you make a Deception, Intimidation, Performance, or Persuasion skill check you can choose to add you can choose to add your Strength modifier to the result.

FOR THE CLAN!

Gained at 5th Level

Honor and Fury drive you, your party is your clan now, and you will protect your clan. Once per long rest if an ally within 30 feet would be hit with an attack from a weapon, you can use a reaction to move to your ally and intercept the attack. You gain +1 AC until the end of the round for each attack of opportunity you provoke while moving to your ally. Any attack rolls are treated as if they were rolled against your final AC.

HUMAN

ENLIGHTENED ADVENTURER

Gained at 3rd Level

You have an approximate knowledge of many things. You gain proficiency in one weapon, tool, or skill of your choice.

I'LL FIND A WAY

Gained at 5th Level

With a little ingenuity you are able to figure out a way to mix your knowledge and skills together to get the best results. Once per long rest when you make a skill check you can add the bonus of any other skill of your choice.

TIEFLING

CLEVER TAIL

Gained at 3rd Level

Time has given you the ability to use your tail with a level of mastery. You can use, lift, or move objects 1 pound or lighter with your tail. You can also make Sleight of Hand and Thieves' Tool checks with your tail if you are unable to use your hands

THE DEVIL'S OWN LUCK

Gained at 5th Level

The infernal blood in you comes to a boil and when you curse someone, it seems to happen. Once per short rest as a reaction you are able to have a hostile creature roll an additional 1d20 on an attack roll or saving throw. The target then uses the lowest result on all dice.

AFTERWORD

I was debating whether to put this in the beginning or the end of the PDF but I figured it wasn't really all that important, I just wanted to take a moment to address whoever is reading this to give a reason for its existence. If you're not interested treat this as a 2 page document, and enjoy!

WHY LEVELED RACE FEATS?

While playing in 3.5 and 4th Edition I'd often reward players with their racial feats at no cost to them just so that they would have the race specific feats as well as whatever class feats they wanted. In 5e there is so few feats that is less of a problem, but it makes it so 90 percent of races are just picked for what they give you right away, with not much to look forward to. Also some races **DO** get additional race features at levels 3 and 5, so this is a way to make all races get something on those levels. Especially with new player I prefer to have everyone get new tools at the same time.

BALANCE

The feats above are strong, and make the players more powerful. However I personally do not balance against the game system but against the players. What I mean by that is, as a DM at any time I could kill the players. *"Rocks fall, everyone dies"* But I'm not trying to kill the players, I'm trying to work with my players to tell a story, so the only balance that matters to me is that the player with the *strongest* character and the player with the *weakest* character do not feel like their characters are that far apart.

Which also brings me to the relative strength of a character is not measured in Damage Per Round or Hit Points and AC, but in how well they function in all three pillars of play.

SPECIAL THANKS

Thanks to The Homebrewery for making this look better than the Google Docs that I normally use to share my rules to players.